MAGIC The Gathering®

JUDGMENT™

"Painflow" Deck

Are You a New Player?

If you're a first-time **Magic**® player, visit **www.playmagic.com** or pick up the starter-level **Magic: The Gathering**® game box. Look for this symbol:

Phantoms

The *Judgment*™ set features a cycle of creatures that simply refuse to take damage. The Phantoms come into play with some number of +1/+1 counters on them. Any damage dealt to a Phantom is prevented, but then you have to remove a +1/+1 counter from it. That's a small price to pay, though. If a spell would deal 3 damage to one of these creatures, for example, all that damage is prevented and you remove just one +1/+1 counter from the Phantom. (If another spell or ability prevents all the damage, the Phantom won't lose a counter.)

Phantoms have 0 toughness, so when they run out of counters, they're bound for the graveyard. But what if you play an enchantment like Seton's Desire on a Phantom to boost its toughness? Any damage dealt to the creature will still be prevented, even if you can't remove any counters. Your Phantom could stay around forever.

Wishes

Ever wanted to rummage though your backpack during a game for exactly the card you need? The *Arabian Nights*® card Ring of Ma'rûf let you do just that, and five *Judgment* cards stand ready to grant your wishes once more. The Wishes get certain types of cards from *outside the game* and put them into your hand. Any card that didn't start the game in your deck or that was removed from the game by an effect is outside the game. In tournament play, you can only Wish for a card in your sideboard or one of your cards that's been removed from the game.

Incarnations

The Incarnations contain the living essences of different colors of mana. That mana is released in a huge surge when their bodies are destroyed. Each of the five colors has an Incarnation that gives all your creatures a special ability as long as you control a land of the right type and the Incarnation is in your graveyard. (It doesn't even matter how the Incarnation got there.) Watch out for tricks: The ability granted by an Incarnation can still be taken away by the effects of other cards.

Advocates

These creatures show the true value of working together. The Advocates' abilities have powerful effects, but they also put cards in your opponent's graveyard back into his or her hand. You choose the cards at the same time you choose the ability's other target, and the cards are returned to your opponent's hand when the ability resolves. You can't play an Advocate's ability if you can't target the right number of cards in an opponent's graveyard. If any of those cards leave the graveyard before an Advocate's ability resolves, the rest of the effect still happens.

Judgment Story

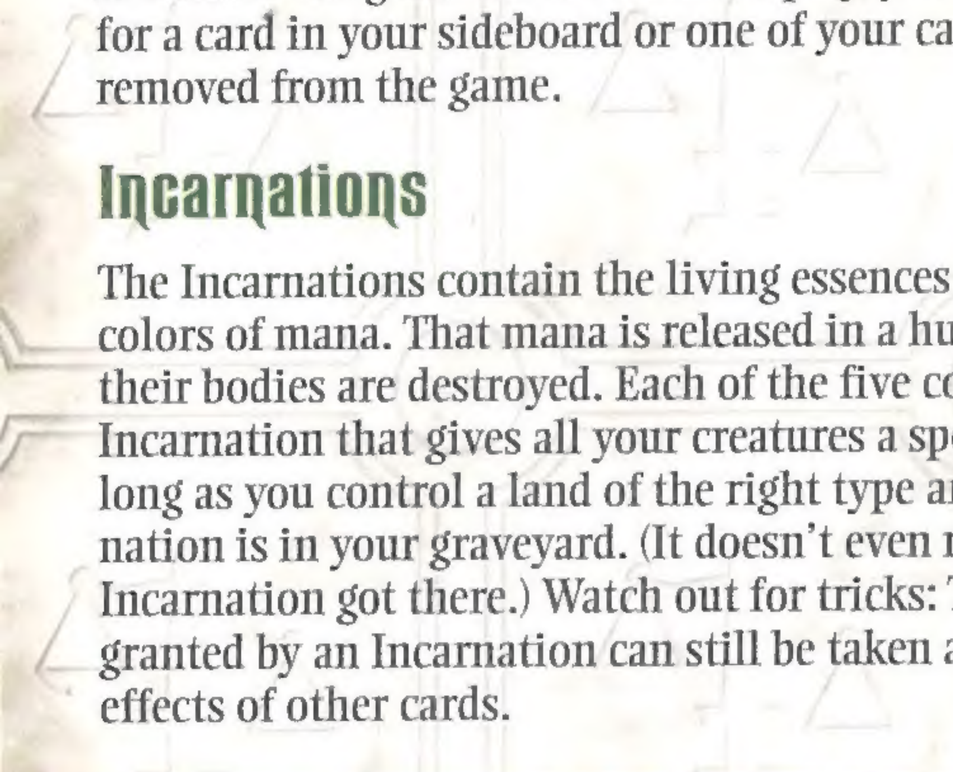
After all his trials and searching, Kamahl finally possesses the Mirari, but its influence threatens to overwhelm him as it overwhelmed so many of its previous owners. Kamahl's hunger for power and combat grows. His claim to leadership over all the barbarian tribes in the Pardic Mountains threatens the region with civil war. Frustrated by his failed quest to capture the Mirari for himself, Ambassador Laquatus unites the remnants of the Cabal and the Order in an all-out effort to claim the prized artifact. But Kamahl's sister Jeska and his mentor Balthor are determined to save him, even from himself.

Kamahl does manage to break free from the Mirari's grip, but only after grievously wounding Jeska. Torn apart by his guilt, he travels with Balthor to the Krosan Forest to meet with Seton, and he makes a desperate appeal to his old friend to heal his sister. But Laquatus and his allies follow close behind. The final showdown over the Mirari is about to begin, and no one will emerge unscathed.

Under the guidance of Seton and Thriss, the great Nantuko master, the inhabitants of the Krosan Forest have readied themselves for war. The Nantuko realize that even they must take a stand. When Kamahl comes with the Mirari, trouble will follow close behind. Thriss knows that Kamahl must learn the ways of Krosa—the ways of green magic—to survive his ordeal. But will that be enough to save them?

The story continues in the novel *Judgment* by Will McDermott.

Illus. John Avon



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"Painflow"

Deck Contents

Number	Card	Mana Cost	Rarity
Lands (20)			
20	Forest*	—	—
Creatures (29)			
3	Diligent Farmhand*	{G}	C
2	Krosan Wayfarer	{G}	C
2	Nantuko Tracer	{1}{G}	C
3	Werebear*	{1}{G}	C
2	Anurid Swarmsnapper	{2}{G}	U
2	Nantuko Elder*	{2}{G}	U
1	Anurid Barkripper	{1}{G}{G}	C
2	Brawn	{3}{G}	U
1	Krosan Archer*	{3}{G}	C
2	Rabid Elephant*	{4}{G}	C
2	Battlefield Scrounger	{3}{G}{G}	C
4	Giant Warthog	{5}{G}	C
1	Thriss, Nantuko Primus	{5}{G}{G}	R
2	Tunneler Wurm	{6}{G}{G}	U
Other (11)			
2	Moment's Peace*	{1}{G}	C
2	Deep Reconnaissance*	{2}{G}	U
1	Seton's Desire*	{2}{G}	C
2	Sudden Strength	{3}{G}	C
1	Grizzly Fate	{3}{G}{G}	U
2	Roar of the Wurm*	{6}{G}	U
1	Crush of Wurms	{6}{G}{G}{G}	R

*From the *Odyssey*™ expansion*

Playing the Deck

If you like big, fat monsters, then this is the deck for you. Ten cards in the "Painflow" deck provide 5/5 or 6/6 creatures. Thriss, Nantuko Primus can even give a buddy +5/+5 for a turn. Give a creature with trample a boost and stomp your opponent into a bloody pulp. Crush of Wurms can put three 6/6 Wurms into play—the most power and toughness ever produced at one time by a single card—twice! After a few behemoths get into play, it'll be time to show off your victory dance.

The deck may not explode out of the gates, but your goal at the beginning of the game is just to get lands into play. Don't worry if you take a little early damage. Spend your mana putting out Werebears and fetching lands with Deep Reconnaissance. Here's a nice trick for the early game: You can play Diligent Farmhand and then wait to use its ability until it blocks an attacking creature. You'll slow your opponent's assault and get set up for your own at the same time. After you get six lands into play, the fatties will just keep coming out.

Most of the time, you'll be able to overwhelm your opponent's defenses, but you do have a few tricks in reserve. Sudden Strength is a nice surprise, and Seton's Desire can end a standoff quickly if you're at threshold. Just play it on your smallest creature and then attack with everything.

Decks full of fatties sometimes have problems against decks full of really cheap, fast weenies. If your opponent builds up a large army early, you could take a painful amount of damage before your bigger creatures come out to play. Moment's Peace solves that problem, holding off the assault for a couple of turns while you play your monsters.

You could add mountains and some direct damage spells to the "Painflow" deck to make it even better against decks with small creatures, but the deck's true Achilles' heel is blue countermagic. Since your creatures are so expensive and the deck doesn't win quickly, blue counterspells and card drawing can really ruin your day. You might want to use the *Judgment* card Seedtime to teach those control freaks a lesson.

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